

III. AMENDMENTS OF THE SPECIFICATION

1. In accordance with the Examiner's request, Applicant submits the pending title of this application with the following new title:

**--A METHOD OF OPERATING CELLULAR COMMUNICATION SYSTEMS
INCLUDING MACRO CELL AND MICRO CELL STATIONS--**

Please replace the second paragraph of page 15, with correction on line 5 as follows:

--When data for the ms **14** arrives at the micro cell base station **13** ~~[[14]]~~ a "defer first transmission" mode is employed in which the data for the ms **14** is not immediately relayed on. Instead it is placed in a buffer (not shown) since this kind of data can tolerate delay better than the circuit switched real-time data most frequently demanded by a MS **12**. Referring to Fig 9 the format in which the data is held in the memory buffer is shown There are two queues maintained: firstly user ID queue **22** that keeps a record of the current wireless data links between the micro cell base station **13** and the N users served thereby (comprising both MS **12** and ms **14**); and secondly, data for each of the N users is stored in N queues **23₁** to **23_N**, each queue being able to store a maximum of $L_1, L_2, \dots L_N$ packets. For example, an IP-based server can store one or a few IP packets (one IP packet size up to 1.5 kbytes). Any MS requiring real-time data via a circuit switched link are placed at the top of the ID queue **22**. In this way data demanded by the MS **12** can be prioritized ensuring that its quality of service is not diminished due to the handover, whilst also allowing ms **14** to be served. If a user demands data at a ms **14**, that ms sends a request to the micro cell base station **13** to check if the data queue **23_N** for that user is full or not. If it is full, the user's request will be blocked. When the buffer allocated to the ms **14** in the micro cell base station is completely empty the user's ID will be removed from the ID queue **22**. Otherwise the data for that user will be obtained and queued in the buffer for distribution according to the